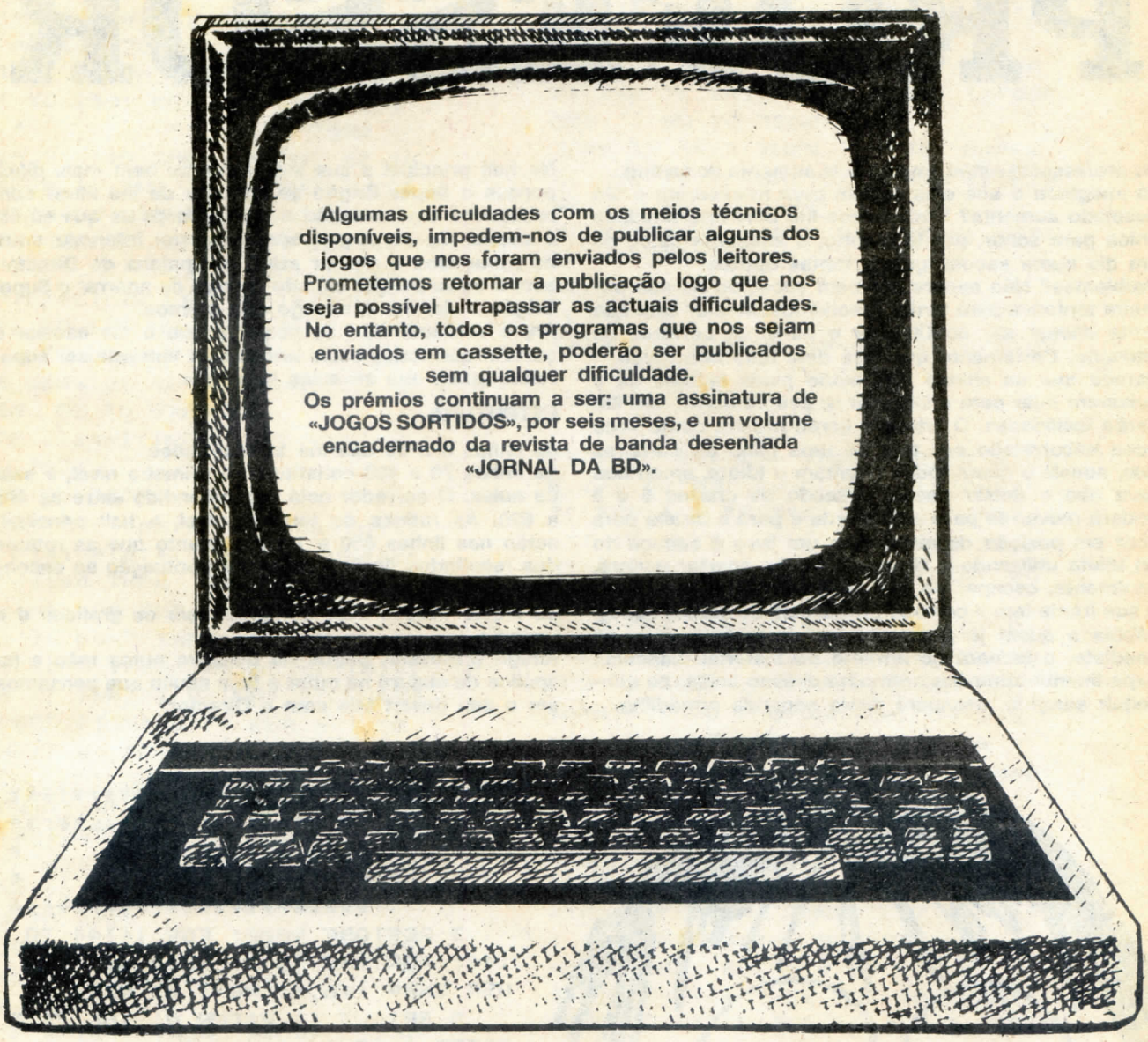
JOGOS PARA O SEU MICROCOMPUTADOR

AGORA 16 PÁGINAS



ENVIE-NOS OS SEUS PROGRAMAS ORIGINAIS E GANHE PRÉMIOS

Colabore connosco, enviando-nos o *seu programa original*, do seguinte modo:

1. Nome, morada, idade e n.º de telefone.
2. O programa de preferência em cassette, indicando o tipo e a capacidade do computador.
3. Uma descrição geral do jogo com as instruções necessárias.
4. Uma explicação detalhada da função das várias partes do programa.

Para: *JOGOS SORTIDOS* - Rua Duque de Palmela, 37, 2.º-Dto. – 1200 LISBOA

POBRE PROFESSOR

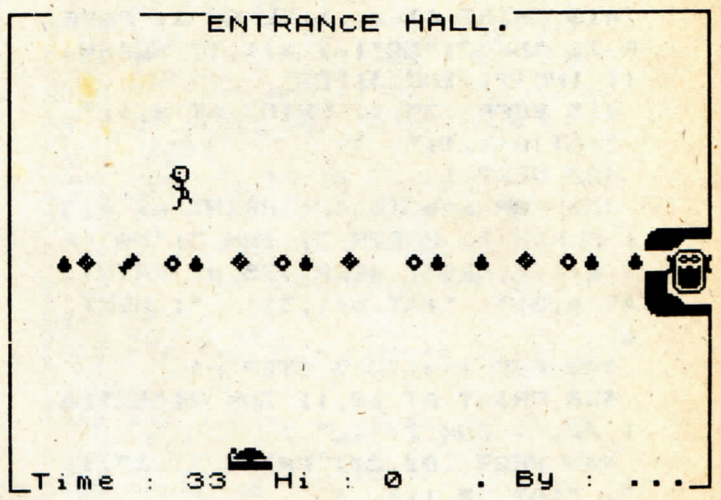
Os professores estão em luta pelo aumento do salário.
Já imaginou o que eles sofrem para merecerem o tão desejado aumento? Oferecemos-lhe uma oportunidade única para sentir, por si próprio, o ambiente típico de um dia numa escola igual a tantas outras.
Problemas? Não espere ser bem sucedido na sua primeira tentativa para tentar resolvê-los. Melhor será que tente chegar até ao Director e pô-lo ao corrente da situação. Certamente que terá dele uma boa ajuda.
Parece que os alunos não estão pelos ajustes de o deixarem falar com o Director e, acerca disso, não lhe darão facilidades. O primeiro écran mostra como você ficou encurralado por trás de uma pilha de carteiras que, aquele a quem todos chamam o Idiota, amontuou para não o deixar passar. Usando as chaves 5 e 8 poderá mover-se para a esquerda e para a direita para ficar em posição de atirar com um livro à cabeça do tal Idiota utilizando a chave O. Se lhe acertar poderá, finalmente, escapar do seu cativeiro.
À sua frente tem o corredor, onde está de atalaia aquele cábula a quem já prometeu um chumbo, e que, de imediato, o fechará no armário do material didáctico. Experimente atirar-lhe com uma dessas bolas. Se conseguir atingi-lo, escapará desta segunda armadilha.
No hall principal a sua vida torna-se bem mais difícil porque o Super Brigão se lembrou de lhe atirar com rebuçados em sucessão e com a força de que só ele é capaz. Se conseguir aproveitar um intervalo entre os rebuçados e chegar até à campainha do Director, estará salvo porque ele não deixará de agarrar o Super Brigão e dar-lhe o castigo que merece.
Ah, é verdade! Não se esqueça que o dia escolar é curto e que todas estas armadilhas têm que ser superadas antes que as aulas terminem.

ESTRUTURA

As linhas 3 a 60 dão-lhe as instruções.
As linhas 70 a 490 constituem o primeiro nível, a sala de aulas. O corredor está compreendido entre as 495 a 820. As rotinas do terceiro nível, o hall principal, estão nas linhas 830 a 1070 enquanto que as rotinas dos resultados finais e da maior pontuação se encontram nas linhas 1080 a 8130.
As linhas 9000 a 9400 compreendem os gráficos e a melodia.
Amigo professor, pegue no ponteiro numa mão e na apólice de seguro na outra e faça aquilo que pensamos ser o seu dever: fale com o Director.

```
  1 REM ************************
        *Underlined characters*
        *are entered in       *
        *GRAPHICS mode.       *
        ************************
  3 RESTORE 9000: FOR i=144 TO
144: FOR n=0 TO 7: READ a: POKE
USR CHR$ i+n,a: NEXT n: NEXT i
  5 BRIGHT 1: PAPER 0: INK 7: B
ORDER 0: CLS
  6 LET hi=0: LET a$="..."
 10 LET o$="
                A T T A C K  O
F  T H E  M U T A N T  W A L
L I E S  .  .  .  .  .
.  .  Guide yourself past the
'IDIOTS'  ,  'BURKS'  ,  and DRE
ADED , HORRIBLE , SUPER WALLY  !
  !  !  !  .  .  ."
 20 LET o$=o$+"  .  .  You m
ust get out of the Formroom , Go
 down the corridor , And get thr
ough the Entrance Hall to get to
 the Headmaster's study to tell
him how bad they have been."
 30 LET o$=o$+"  .  .  .  Y
```

```
ou use '5' to move Left  ,  '8'
to move right  ,  '7' to move up
  ,  '6' to move down and '0' to
 fire.  .  .  .  .  .  Goo
d Luck  (You'll need it !!!)
   Press any key to start      "
  35 PRINT AT 0,0; INK 2; PAPER
7;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒
▒▒▒";AT 2,0; INK 2; PAPER 7;"▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"
  40 FOR i=1 TO LEN o$-31: PRINT
 AT 1,0; INK 1; PAPER 6;;o$(i TO
 i+31): FOR n=0 TO 10: NEXT n: B
EEP .001,40: NEXT i
  50 PRINT AT 1,0; INK 5; PAPER
1;"      Press any key to start
   "
  60 IF INKEY$="" THEN  GO TO 60
  70 LET o$="     Press any key t
o start                    'IDIOT'
has trapped you in the back of t
he formroom with desks. You must
 try to shoot Idiot and escape t
hrough the CYAN door.  .  .  .
."
  90 FOR i=1 TO LEN o$-31: PRINT
 AT 1,0; INK 5; PAPER 1;o$(i TO
i+31): FOR n=0 TO 10: NEXT n: BE
EP .001,40: NEXT i
  95 RESTORE 9000: FOR i=144 TO
164: FOR n=0 TO 7: READ a: POKE
USR CHR$ i+n,a: NEXT n: NEXT i
  97 CLS
 100 PLOT 0,0: DRAW 255,0: DRAW
0,175: DRAW -255,0: DRAW 0,-175
 110 PRINT AT 0,12; PAPER 2; INK
 7;"FORMROOM"
 120 PRINT AT      ; INK 6;"▒▒";
FLASH 1; I      PAPER 7;"▒▒"; FL
ASH 0; INK 6; PAPER 0;"▒▒ ▒▒ ▒▒
▒▒ ▒▒ ▒▒ ▒▒ ▒▒ ▒▒"
 130 PRINT AT 18,1; INK 6;"▒▒";
FLASH 1; INK 2; PAPER 7;"▒▒"; FL
ASH 0; INK 6; PAPER 0;"▒▒ ▒▒ ▒▒
▒▒ ▒▒ ▒▒ ▒▒ ▒▒"
 140 PRINT AT 1,31; INK 5;"D";AT
 2,31;"E"
 150 PRINT AT 0,2; INK 7; PAPER
0;" HIJKLM "
 151 PRINT AT 21,1; INK 6; PAPER
 1;"Time : 100. Hi :      . By :
";a$
 152 PRINT AT 21,18; INK 6; PAPE
R 1;hi
 155 LET x=29: LET a=2: LET b=1:
 LET t=100: LET z=10: LET s=0
 180 PRINT AT 21,1; INK 6; PAPER
```




```
 1;"Time : ";t;" "
 190 PRINT AT 19,x;"  ";AT 20,x;
"  "
 200 LET x=x+(INKEY$="8" AND x<2
9)-(INKEY$="5" AND x>1)
 210 PRINT AT 19,x; INK 2;"RS";A
T 20,x; INK 2;"TU"
 220 IF INKEY$="0" THEN  GO TO 3
00
 225 IF z=1 THEN  GO TO 300
 227 PRINT AT a,b;"  ";AT a+1,b;
"  "
 230 IF RND>.5 THEN  LET b=b+1
 240 IF RND<.5 THEN  LET b=b-1
 250 IF RND>.5 THEN  LET a=a+1
 260 IF RND<.5 THEN  LET a=a-1
 265 BEEP .01,-20
 270 IF a<2 THEN  LET a=a+2
 280 IF a>15 THEN  LET a=a-2
 281 LET t=t-1
 282 IF t<0 THEN  GO TO 8000
 290 IF b<2 THEN  LET b=b+2
 291 IF b>29 THEN  LET b=b-2
 292 PRINT AT a,b; INK 3;"NO";AT
 a+1,b; INK 3;"PQ"
 293 GO TO 180
 300 IF z=1 THEN  GO TO 320
 305 IF x=7 OR x=10 OR x=13 OR x
=16 OR x=19 OR x=22 OR x=25 OR x
=28 THEN  GO TO 315
 310 GO TO 225
 315 LET c=18: LET d=x
 320 LET z=1: PRINT AT c,d;" ":
IF c=a AND d=b OR c=a+1 AND d=b
OR c=a AND d=b+1 OR c=a+1 AND d=
b+1 THEN  GO TO 400
 330 LET c=c-1: PRINT AT c,d; IN
K 5;"G": IF c=2 THEN  LET z=10:
PRINT AT 1,d;" ";AT 2,d;" "
 340 GO TO 227
 400 LET s=s+t
 405 FOR i=b TO 3 STEP -1
```

```
 410 PRINT AT a,i; FLASH 1; PAPE
R 7; INK 3;"NO";AT a+1,i; FLASH
1; INK 7; INK 3;"PQ"
 415 BEEP .25,i: PRINT AT a,i;"
 ";AT a+1,i;"  "
 420 NEXT i
 430 FOR e=a TO 17: PRINT AT e,3
; FLASH 1; PAPER 7; INK 3;"NO";A
T e+1,3;"PQ": BEEP .25,e: PRINT
AT e,3;"  ";AT e+1,3;"  ": NEXT
e
 440 FOR i=x TO 3 STEP -1
 450 PRINT AT 19,i; INK 2;"RS";A
T 20,i; INK 2;"TU"
 460 BEEP .02,20: PRINT AT 19,i;
"  ";AT 20,i;"  "
 470 NEXT i
 480 FOR i=17 TO 1 STEP -1: PRIN
T AT i,3; INK 2;"RS";AT i+1,3;"T
U": BEEP .02,21: PRINT AT i,3;"
 ";AT i+1,3;"  ": NEXT i
 490 FOR i=3 TO 30: PRINT AT 1,i
; INK 2;"RS";AT 2,i;"TU": BEEP .
02,22: PRINT AT 1,i;"  ";AT 2,i;
"  ": NEXT i
 495 RESTORE 9100: FOR i=144 TO
160: FOR n=0 TO 7: READ a: POKE
USR CHR$ i+n,a: NEXT n: NEXT i
 500 CLS
 510 LET o$="
                The BURK is lurki
ng in the corridor. He has locke
d you in your locker. You must f
ire pellets at him to kill him.
The only problem is that you hav
e less time to do it.    .    .
.   "
 520 PRINT AT 0,0; INK 2; PAPER
7;"GGGGGGGGGGGGGGGGGGGGGGGGGGGGG
GGG"; INK 5; PAPER 1;"
                          "; INK 2;
PAPER 7;"GGGGGGGGGGGGGGGGGGGGGGG
GGGGGGGGG"
 530 FOR i=1 TO LEN o$-31: PRINT
 AT 1,0; PAPER 1; INK 5;o$(i TO
i+31): FOR n=0 TO 5: NEXT n: BEE
P .001,40: NEXT i
 535 FOR i=1 TO 500: NEXT i
 540 CLS : PLOT 0,0: DRAW 255,0:
 DRAW 0,175: DRAW -255,0: DRAW 0
,-175
 550 PRINT AT 18,10; INK 6;"J■■■
■K";AT 19,10; FLASH 1; PAPER 7;
INK 2;"H"; INK 2; FLASH 0; PAPER
 0;"  RS"; INK 6;"■";AT 20,10; I
NK 2; FLASH 1; PAPER 7;"H"; INK
2; FLASH 0; PAPER 0;"  TU"; INK
6;"■"
 552 PRINT AT 0,1; INK 5;"L"; IN
K 7;" MN O P "; INK 5;"O"
 555 PRINT AT 21,1; INK 6; PAPER
 1;"Time : 75. Hi :      . By : "
;a$
 560 PRINT AT 21,1; INK 6; PAPER
 1;"Time : 75. Hi : ";hi;AT 21,2
1;". By : ";a$
 570 PRINT AT 0,12; PAPER 2; INK
 7;"CORRIDOR";AT 0,25; PAPER 0;"
  "
 580 LET a=2: LET b=10: LET z=10
: LET t=75
 590 PRINT AT a,b;"   ";AT a+1,b
;"   "
 595 PRINT AT 21,8; PAPER 1; INK
 6;t;" "
 600 IF INKEY$="0" THEN  GO TO 7
00
 605 IF z=1 THEN  GO TO 710
 610 IF RND>.5 THEN  LET a=a+1
 620 IF RND<.5 THEN  LET a=a-1
 630 IF RND>.5 THEN  LET b=b+1
 640 IF RND<.5 THEN  LET b=b-1
 650 IF a<2 THEN  LET a=a+1
 660 IF a>30 THEN  LET a=a-1
 670 IF b<2 THEN  LET b=b+1
 675 LET t=t-1: IF t=0 THEN  GO
TO 8000
 680 IF b>15 THEN  LET b=b-1
 690 PRINT AT a,b; INK 3;"ABC";A
T a+1,b; INK 7; PAPER 2;"DEF": P
APER 0
 691 FOR i=1 TO 10: NEXT i: BEEP
 .001,40
 695 GO TO 590
 700 LET c=17: LET z=1
 710 PRINT AT c,13;" ": BEEP .00
1,20: LET c=c-1
 720 PRINT AT c,13; INK 7;"I": I
F c=a AND b=13 OR c=a+1 AND b=13
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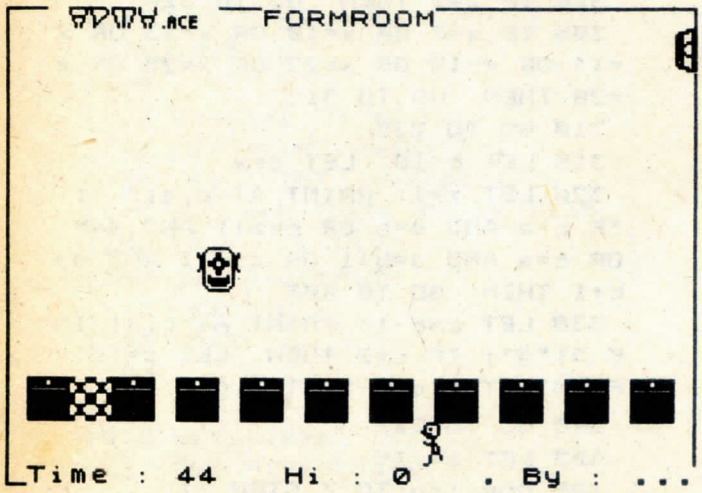

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 OR c=a AND b=12 OR c=a+1 AND b=
12 OR c=a AND b=11 OR c=a+1 AND
b=11 THEN  GO TO 750
 725 IF c=1 THEN  LET z=10: PRIN
T AT c,13;" "
 730 GO TO 610
 750 FOR i=b TO 5 STEP -1: PRINT
 AT a,i; INK 7; FLASH 1; PAPER 3
;"AB"+CHR$ 167;AT a+1,i; INK 7; PAPER 2;
"DE"+CHR$ 166: BEEP .25,i: PRINT AT a,i;
"  "+CHR$ 32+CHR$ 32;AT a+1,i;"  ": NEXT i
 755 LET s=s+t
 760 FOR i=a TO 19: PRINT AT i,5
; INK 7; FLASH 1; PAPER 3;"AB"+CHR$ 167;
AT i+1,5; INK 7; PAPER 2;"DE"+CHR$ 166:
BEEP .25,i: PRINT AT i,5;"  ";A
T i+1,5;"  ": NEXT i
 770 FOR i=5 TO 10: PRINT AT 19,
i; INK 7; PAPER 3; FLASH 1;"AB"+CHR$ 167
;AT 20,i; INK 7; PAPER 2;"DE"+CHR$ 166:
BEEP .25,i: PRINT AT 19,i;"  ";
AT 20,i;"  ": NEXT i
 780 FOR i=1 TO 16: PRINT AT i,1
0; PAPER 0; FLASH 0;"  ": N
EXT i
 790 FOR i=13 TO 3 STEP -1: PRIN
T AT 19,i; INK 2;"RS";AT 20,i; I
NK 2;"TU": BEEP .012,20: PRINT A
T 19,i;"  ";AT 20,i;"  ": NEXT i
 800 FOR i=19 TO 10 STEP -1: PRI
NT AT i,3; INK 2;"RS";AT i+1,3;
INK 2;"TU": BEEP .012,21: PRINT
AT i,3;"  ";AT i+1,3;"  ": NEXT
i
 810 FOR i=3 TO 25: PRINT AT 10,
i; INK 2;"RS";AT 11,i; INK 2;"TU
": BEEP .012,22: PRINT AT 10,i;"
  ";AT 11,i;"  ": NEXT i
 820 FOR i=10 TO 0 STEP -1: PRIN
T AT i,25; INK 2;"RS";AT i+1,25;
 INK 2;"TU": BEEP .012,23: PRINT
 AT i,25;"  ";AT i+1,25;"  ": NE
XT i
 830 RESTORE 9200: FOR i=144 TO
160: FOR n=0 TO 7: READ a: POKE
USR CHR$ i+n,a: NEXT n: NEXT i
 840 CLS : PRINT AT 0,0; PAPER 7
; INK 2;"EEEEEEEEEEEEEEEEEEEEEEEEE
EEEEEEEEE";AT 2,0; INK 2; PAPER
7;"EEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE
EEE"
 850 LET o$="
                    You are now in t
he Entrance Hall. But the SUPER
WALLY is throwing sweets at you
from the tuck shop. You must dod
ge the food and reach the WALLY
ALARM BELL. Then the nearest tea
cher will suspend all the WALLY'
S!!!   .   .   .   .   ."
 860 FOR i=1 TO LEN o$-31: PRINT
 AT 1,0; PAPER 1; INK 5;o$(i TO
i+31): BEEP .001,40: FOR j=0 TO
5: NEXT j: NEXT i
 870 FOR i=1 TO 500: NEXT i
 880 CLS : PLOT 0,0: DRAW 255,0:
 DRAW 0,175: DRAW -255,0: DRAW 0
,-175: PRINT AT 0,9; INK 7; PAPE
R 2;"ENTRANCE HALL.";AT 0,2; PAP
ER 0;"     "
 890 PRINT AT 21,1; INK 6; PAPER
 1;"
  ";AT 21,1; INK 6; PAPER 1;"Tim
e : 50. Hi : ";hi;AT 21,21;". By
 : ";a$
 900 PRINT AT 10,29; INK 6;"EF"+CHR$ 143
;AT 11,29; INK 6;" "; INK 3;"AB"
;AT 12,29; INK 6;CHR$ 143; INK 3;"CD"
;AT 13,29; INK 6;"GH"+CHR$ 143
 910 LET o$="I JK L I J KK LJ KL
 I JK L JK L  JK K L JK K J  KJ
L J L JK JLK KJ KJLI JKLJI"
 915 LET y=2: LET x=2: PRINT AT
20,10; INK 5;"MN": LET t=50
 920 FOR i=1 TO LEN o$-28: PRINT
 AT 11,1; INK 7; PAPER 0;o$(i TO
 i+28): BEEP .001,40
 930 PRINT AT y,x;"  ";AT y+1,x;
"  "
 940 LET y=y+(INKEY$="6" AND y<1
9)-(INKEY$="7" AND y>2)
 943 LET t=t-1: IF t=0 THEN  GO
TO 8000
 944 PRINT AT 21,8; INK 6; PAPER
 1;t;" ": PAPER 0
 945 LET x=x+(INKEY$="8" AND x<2
5)-(INKEY$="5" AND x>2)
 946 IF SCREEN$ (y,x)<>" " AND S
CREEN$ (y+1,x)<>" " AND SCREEN$
(y,x+1)<>" " AND SCREEN$ (y+1,x+
1)<>" " THEN  GO TO 7990
 950 PRINT AT y,x; INK 2;"RS";AT
 y+1,x;"TU"
 960 NEXT i
 970 GO TO 920
1000 FOR i=1 TO 6: BEEP .01,20:
BEEP .01,21: BEEP .01,22: BEEP .
01,23: BEEP .01,22: BEEP .01,21:
 NEXT i
1001 LET s=s+t
1010 FOR i=0 TO 5: PRINT AT i,3;
 INK 2;"PQ";AT i+1,3;"TU": BEEP
.012,20: PRINT AT i,3;"  ";AT i+
1,3;"  ": NEXT i
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```
1020 FOR i=3 TO 30: PRINT AT 5,i
; INK 2;"PQ";AT 6,i;"TU": BEEP .
012,21: PRINT AT 5,i;"  ";AT 6,i
;"  ": NEXT i
1030 FOR i=5 TO 10: PRINT AT i,3
0; INK 2;"PQ";AT i+1,30;"TU": BE
EP .012,22: PRINT AT i,30;"  ";A
T i+1,30;"  ": NEXT i
1040 FOR i=1 TO 50: NEXT i
1050 FOR i=10 TO 5 STEP -1: PRIN
T AT i,30; INK 2;"PQ";AT i+1,30;
"TU";AT i+2,30; INK 3;"AB";AT i+
3,30; INK 3;"CD": BEEP .012,23:
PRINT AT i,30;"  ";AT i+1,30;"
";AT i+2,30;"  ";AT i+3,30;"  ":
 NEXT i
1060 FOR i=30 TO 3 STEP -1: PRIN
T AT 5,i; INK 2;"PQ";AT 6,i;"TU"
;AT 7,i; INK 3;"AB";AT 8,i; INK
3;"CD": BEEP .012,24: PRINT AT 5
,i;"  ";AT 6,i;"  ";AT 7,i;"  ";
AT 8,i;"  ": NEXT i
1070 FOR i=5 TO 0 STEP -1: PRINT
 AT i,3; INK 2;"PQ";AT i+1,3;"TU
";AT i+2,3; INK 3;"AB";AT i+3,3;
 INK 3;"CD": BEEP .012,25: PRINT
 AT i,3;"  ";AT i+1,3;"  ";AT i+
2,3;"  ";AT i+3,3;"  ": NEXT i
1080 RESTORE 9070: FOR i=148 TO
151: FOR n=0 TO 7: READ a: POKE
USR CHR$ i+n,a: NEXT n: NEXT i
1090 RESTORE 9100: FOR i=152 TO
157: FOR n=0 TO 7: READ a: POKE
USR CHR$ i+n,a: NEXT n: NEXT i
1100 RESTORE 9300: FOR i=158 TO
160: FOR n=0 TO 7: READ a: POKE
USR CHR$ i+n,a: NEXT n: NEXT i
1101 CLS : PRINT AT 21,7; PAPER
2; INK 7;"HEADMASTER'S STUDY."
1102 PAPER 0
1110 PRINT AT 15,10; INK 3;"EF
 IJK    AB";AT 16,10; INK 3;"GH
"; INK 7; PAPER 2;"LMN"; INK 3;
 PAPER 0;"    CD"
1120 PRINT AT 2,0; INK 7;"Ha Ha!
 "; INK 2;"RS";AT 3,7; INK 2;"TU
"
1130 FOR i=1 TO 100: NEXT i
1140 FOR i=1 TO 15: PRINT AT i,1
0; INK 7;"O";AT i+1,10; INK 7;"P
Q": FOR n=0 TO 10: NEXT n: PRINT
 AT i+1,10;"  ";AT i,10;" ": BEE
P .009,i: NEXT i
1150 BEEP 1,-40
1160 FOR i=1 TO 15: PRINT AT i,1
5; INK 7;"O";AT i+1,15; INK 7;"P
Q": FOR n=0 TO 10: NEXT n: PRINT
 AT i+1,15;"  ";AT i,15;"  ":
BEEP .009,i: NEXT i
1170 BEEP 1,-40
1180 FOR i=1 TO 15: PRINT AT i,2
1; INK 7;"O";AT i+1,21; INK 7;"P
Q": FOR n=0 TO 10: NEXT n: PRINT
 AT i+1,21;"  ";AT i,21;" ": BEE
P .009,i: NEXT i
1190 BEEP 1,-40
1195 PRINT AT 0,0;
1200 RESTORE 9400: FOR i=1 TO 8:
 READ a: READ b: BEEP a/4,b: NEX
T i
1201 LET c=1
1205 FOR i=0 TO 6
1210 PRINT  INK c;"▌█▌▛▀▀ ▌  ▌
  ▛▀▜ ▛▀▜ ▛▀▜ ▛▀▀"
1220 PRINT  INK c+1;"▌█▌▛▀ ▌
 ▌  ▌ ▌ ▌ ▌ ▌ ▌▛▀"
1230 PRINT  INK c+2;"▀▀ ▀▀ ▀▀
▀▀ ▀▀ ▀▀ ▀ ▀ ▀▀"
1240 LET c=c+3: IF c>7 THEN  LET
 c=1
1250 NEXT i
1260 FOR i=1 TO 100: NEXT i
1270 RESTORE 9000: FOR n=0 TO 7:
 READ a: POKE USR CHR$ 144+n,a:
NEXT n: NEXT i
1275 CLS
1280 GO TO 8020
7989 STOP
7990 IF x=10 AND y=19 OR x=9 AND
 y=19 THEN  GO TO 1000
8000 FOR i=21 TO 0 STEP -1: PRIN
T AT i,0; PAPER 0;"
                      ": BEEP .12,i
: NEXT i
8005 RESTORE 9000: FOR n=0 TO 7:
 READ a: POKE USR CHR$ 144+n,a:
NEXT n: NEXT i
8010 BEEP 1,0: BEEP 1,5: BEEP 1,
0
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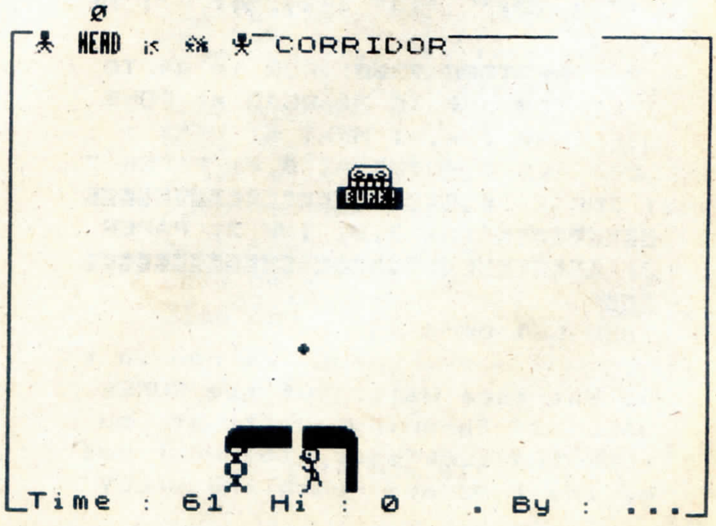

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8020 PRINT AT 0,0; INK 3; PAPER
7;"Score : ";s;TAB 12;". Hi : ";
hi;TAB 23;".By : ";a$
8030 IF s>hi THEN  GO TO 8100
8040 PRINT AT 2,0; INK 6; PAPER
2;"Unfortunatly ,you didn't get
the              High-score
   "
8045 FOR i=1 TO 500: NEXT i
8050 PRINT AT 21,0; INK 2; PAPER
 7;"@@PRESS ANY KEY TO PLAY AGAI
N.@@"
8060 IF INKEY$="" THEN  GO TO 80
60
8065 CLS
8067 LET s=0
8070 LET o$="
            'HUDDLESTON' has tra
pped you in the back of the form
room with desks. You must try to
 shoot Huddleston and escape thr
ough the CYAN door.  .  .  .  ."
8075 PRINT AT 0,0; INK 2; PAPER
7;"@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@@@";AT 2,0; INK 2; PAPER 7;"@@@
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@"
8080 GO TO 90
8100 PRINT AT 2,0; PAPER 7; INK
1;"    YOU HAVE THE HIGH-SCORE!
   "
8110 INPUT  PAPER 2; INK 7;"PLEA
SE ENTER YOUR INITIALS.....  (m
ax. 3 letters) : "; LINE a$
8120 IF LEN a$<>3 THEN  GO TO 81
10
8122 LET hi=s
8125 PRINT AT 0,0; INK 3; PAPER
7;"Score : ";s;TAB 12;". Hi : ";
hi;TAB 23;".By : ";a$
8130 GO TO 8045
9000 DATA 192,48,12,3,3,12,48,19
2
9010 DATA 255,254,254,255,128,25
5,255,255,255,127,127,255,1,255,
255,255
9013 DATA 15,123,227,227,227,239
,243,227,227,243,239,227,163,227
,123,15
9016 DATA 195,195,60,24,24,60,19
5,195
9030 DATA 16,56,116,238,91,54,28
,8
9040 DATA 255,130,130,124,68,68,
40,40
9050 DATA 252,130,130,68,72,80,9
6,64
9060 DATA 255,136,136,73,73,73,4
2,42,160,160,160,31,17,17,10,10,
128,128,128,2,5,7,5,21,0,0,0,55,
68,71,68,55
9070 DATA 15,16,161,225,99,110,1
10,99,240,8,133,135,198,118,118,
198,161,33,40,47,47,39,16,15,133
,132,20,244,244,228,8,240
9080 DATA 7,8,10,24,14,7,1,9,128
,64,64,64,64,128,0,0,7,1,1,1,2,2
,2,12,128,64,64,192,32,32,0,0
9100 DATA 3,4,9,10,9,15,9,9,255,
0,129,90,153,255,36,36,192,32,14
4,80,144,240,144,144
9110 DATA 255,230,234,230,234,23
0,255,255,255,162,170,166,170,42
,255,255,255,183,119,247,127,183
,255,255
9120 DATA 192,48,12,3,3,12,48,19
2
9130 DATA 195,195,60,24,24,60,19
5,195
9140 DATA 0,0,24,60,60,24,0,0
9150 DATA 15,63,127,127,255,255,
255,255,240,252,254,254,255,255,
255,255
9160 DATA 28,28,28,8,62,73,20,34
,87,84,84,118,118,84,84,87,118,8
5,85,117,117,85,85,86,0,0,0,76,1
6,72,68,80,0,34,84,139,230,75,17
1,0
9170 DATA 28,28,93,73,62,8,20,34
9200 DATA 15,16,166,233,102,96,1
05,239,240,8,101,151,102,6,150,2
47,175,47,47,47,47,39,16,15,245,
244,244,244,244,228,8,240
9210 DATA 192,48,12,3,3,12,48,19
2
9220 DATA 15,63,127,127,255,255,
255,255,255,255,255,255,127,127,
63,15
9230 DATA 192,240,248,252,255,25
5,255,255
9240 DATA 4,6,31,60,60,248,96,32
,0,24,60,102,102,60,24,0,0,8,28,
28,62,62,28,0
9250 DATA 8,28,58,119,46,28,8,0
9260 DATA 99,111,159,191,129,255
,255,255,192,240,248,252,128,255
,255,255
9270 DATA 255,255,255,255,252,24
8,240,192,0,7,67,134,76,39,19,9,
32,192,128,64,64,64,128,0
9300 DATA 0,127,130,66,65,34,68,
130,65,130,130,129,128,128,134,1
21,0,0,211,47,1,66,180,8
9400 DATA 1,20,0.5,20,0.5,20,1,2
0,1,24,1,20,1,24,2,27
```

AS ÁGUIAS

Sem sombra de dúvida que a aviação teve um papel preponderante nas operações da Primeira Guerra Mundial. São conhecidos os nomes de muitos dos heróis que, nessa época, inscreveram o seu nome nos anais da história, protagonistas que foram de duros e acrobáticos combates aéreos.

Com a apresentação deste jogo, desenhado para o 48 K, será possível reviver um desses combates pleno de emoção em que a perícia, a coragem e o sangue-frio, estarão sempre presentes.

Poderão jogar dois oponentes que se enfrentarão num duro combate de que sairá vencedor o mais hábil. Para pilotar o seu avião nas quatro direcções possíveis, os dois jogadores disporão dos seguintes comandos:

	Subir	Descer	Esq.	Dir.	Disparo
Jogador A –	Q	A	Z	X	1
Jogador B –	P	L	N	M	0

DADOS GRÁFICOS

```
  800 BORDER 0: PAPER 0: INK 2: C
LS
  804 PRINT INK 6;AT 4,13;"EAGLE"
;AT 18,10;"©1985 J-MPP": PAUSE 1
00: CLS
  810 PRINT AT 2,13;"TECLAS:"
  820 PRINT AT 7,0;"Arriba.....Q.
....P.";AT 9,0;"Abajo.....A....
.L.";AT 11,0;"Derecha....X.....M
.";AT 13,0;"Izquierda..Z.....N."
;AT 15,0;"Fuego.....1.....0."
  830 PAUSE 200
  900 FOR i=65368 TO 65495
  905 READ n: POKE i,n: NEXT i
  910 DATA 191,136,61,255,33,191,
136,12,131,7,255,249,255,254,4,0
,193,224,255,159,255,127,32,0
  920 DATA 253,17,188,255,132,253
,81,48,107,8,61,45,239,237,41,61
,61,60,60,60,50,118,55,31
  930 DATA 248,236,110,60,60,60,6
0,188,188,150,181,247,180,188,16
,212,0,0,204,0,51,0,0,0
  940 DATA 4,4,16,16,4,4,16,16,10
6,148,65,160,128,72,107,148,46,2
33,18,129,66,129,106,149
  950 DATA 2,7,47,127,255,255,255
,255,0,192,248,252,253,255,255,2
55,0,0,0,1,131,195,231,255,0,33,
99,247,255,255,255,255
 1000 PAPER 5: INK 5: BORDER 3: B
RIGHT 0: CLS
 1005 PRINT INK 0;AT 21,0;"
"
 1010 LET x=20: LET y=0: LET m=0:
 LET n=0: LET a=20: LET b=31: LE
T r=0: LET s=0: LET der=2: LET i
zq=0
 1015 LET f=0: LET g=0: LET j=0:
LET k=0
 1500 IF izq=2 THEN GO TO 2100
 1510 IF izq=3 THEN GO TO 2200
 1520 IF izq=4 THEN GO TO 2300
 2000 LET m=x: LET n=y
 2010 IF INKEY$="q" THEN GO TO 20
50
 2011 IF INKEY$="a" THEN GO TO 20
75
 2012 IF INKEY$<>"1" THEN GO TO 2
025
```

```
2014 IF y>25 THEN GO TO 2025
2017 IF x<>a AND x<>r THEN GO TO
 2019
2018 IF (b-y<=6 AND b-y>0) OR (s
-y<=6 AND s-y>0) THEN GO TO 2020
2019 FOR z=1 TO 6: PRINT INK 3;A
T x,y+z;"▫": NEXT z: FOR z=1 TO
6: PRINT AT x,y+z;" ": NEXT z: G
O TO 2025
2020 LET di=b-y: LET dis=s-y: IF
 di<dis THEN GO TO 2022
2021 FOR z=1 TO (dis-1): PRINT I
NK 3;AT x,y+z;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT x,y+z;"
": NEXT z: GO TO 2023
2022 FOR z=1 TO (di-1): PRINT IN
K 3;AT x,y+z;"▫": NEXT z: FOR z=
1 TO (di-1): PRINT AT x,y+z;" ":
 NEXT z
2023 PRINT INK 1;AT a,b;"©";AT r
,s;"▫": GO TO 7000
2025 LET y=y+1: IF y>31 OR ATTR
(x,y)<>45 THEN GO TO 7100
2030 PRINT INK 2;AT m,n;"■";AT x
,y;"■"
2032 PRINT AT f,g;" "
2035 LET f=m: LET g=n
2040 GO TO 2500
2050 LET x=x-1: IF x<0 OR ATTR (
x,y)<>45 THEN GO TO 7100
2060 PRINT INK 2;AT m,n;"▙";AT x
,y;"■"
2062 PRINT AT f,g;" "
2065 LET f=m: LET g=n
2070 LET izq=3: GO TO 2500
2075 LET x=x+1: IF x>21 OR ATTR
(x,y)<>45 THEN GO TO 7100
2080 PRINT INK 2;AT m,n;"▛";AT x
,y;"■"
2082 PRINT AT f,g;" "
2085 LET f=m: LET g=n
2090 LET izq=4: GO TO 2500
2100 LET m=x: LET n=y
2110 IF INKEY$="q" THEN GO TO 21
50
2112 IF INKEY$="a" THEN GO TO 21
75
2113 IF INKEY$<>"1" THEN GO TO 2
130
2114 IF y<6 THEN GO TO 2130
2116 IF x<>a AND x<>r THEN GO TO
 2118
2117 IF (y-b<=6 AND y-b>0) OR (y
-s<=6 AND y-s>0) THEN GO TO 2120
2118 FOR z=1 TO 6: PRINT INK 3;A
T x,y-z;"▫": NEXT z: FOR z=1 TO
6: PRINT AT x,y-z;" ": NEXT z: G
O TO 2130
2120 LET di=y-b: LET dis=y-s: IF
 di<dis THEN GO TO 2122
2121 FOR z=1 TO (dis-1): PRINT I
NK 3;AT x,y-z;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT x,y-z;"
": NEXT z: GO TO 2125
2122 FOR z=1 TO (di-1): PRINT IN
K 3;x,y-z;"▫": NEXT z: FOR z=1 T
O (di-1): PRINT AT x,y-z;" ": NE
XT z
2125 PRINT INK 1;AT a,b;"©";AT r
,s;"▫": GO TO 7000
2130 LET y=y-1: IF y<0 OR ATTR (
x,y)<>45 THEN GO TO 7100
2140 PRINT INK 2;AT m,n;"■";AT x
,y;"■"
2141 PRINT AT f,g;" "
2142 LET f=m: LET g=n
2145 GO TO 2500
2150 LET x=x-1: IF x<0 OR ATTR (
x,y)<>45 THEN GO TO 7100
2160 PRINT INK 2;AT m,n;"▙";AT x
,y;"■"
2162 PRINT AT f,g;" "
2165 LET f=m: LET g=n
2170 LET izq=3: GO TO 2500
2175 LET x=x+1: IF x>21 OR ATTR
(x,y)<>45 THEN GO TO 7100
2180 PRINT INK 2;AT m,n;"▛";AT x
,y;"■"
2182 PRINT AT f,g;" "
2185 LET f=m: LET g=n
2190 LET izq=4: GO TO 2500
2200 LET m=x: LET n=y
2210 IF INKEY$="z" THEN GO TO 22
50
2211 IF INKEY$="x" THEN GO TO 22
75
2212 IF INKEY$<>"1" THEN GO TO 2
230
2214 IF x<6 THEN GO TO 2230
2217 IF y<>b AND y<>s THEN GO TO
 2219
2218 IF (x-a<=6 AND x-a>0) OR (x
-r<=6 AND x-r>0) THEN GO TO 2220
2219 FOR z=1 TO 6: PRINT INK 3;A
T x-z,y;"▫": NEXT z: FOR z=1 TO
6: PRINT AT x-z,y;" ": NEXT z: G
O TO 2230
2220 LET di=x-a: LET dis=x-r: IF
 di<dis THEN GO TO 2222
2221 FOR z=1 TO (dis-1): PRINT I
NK 3;AT x-z,y;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT x-z,y;"
": NEXT z: GO TO 2225
2222 FOR z=1 TO (di-1): PRINT IN
K 3;AT x-z,y;"▫": NEXT z: FOR z=
1 TO (di-1): PRINT AT x-z,y;" ":
 NEXT z
2225 PRINT INK 1;AT a,b;"©";AT r
,s;"▫": GO TO 7000
2230 LET x=x-1: IF x<0 OR ATTR (
x,y)<>45 THEN GO TO 7100
2240 PRINT INK 2;AT m,n;"▙";AT x
,y;"■"
2241 PRINT AT f,g;" "
2242 LET f=m: LET g=n
2245 GO TO 2500
2250 LET y=y-1: IF y<0 OR ATTR (
x,y)<>45 THEN GO TO 7100
2260 PRINT INK 2;AT m,n;"■";AT x
,y;"■"
2262 PRINT AT f,g;" "
2265 LET f=m: LET g=n
2270 LET izq=2: GO TO 2500
2275 LET y=y+1: IF y>31 OR ATTR
(x,y)<>45 THEN GO TO 7100
2280 PRINT INK 2;AT m,n;"■";AT x
,y;"■"
2282 PRINT AT f,g;" "
2285 LET f=m: LET g=n
2290 LET izq=1: GO TO 2500
2300 LET m=x: LET n=y
2310 IF INKEY$="z" THEN GO TO 23
50
2311 IF INKEY$="x" THEN GO TO 23
75
2312 IF INKEY$<>"1" THEN GO TO 2
330
2314 IF x>15 THEN GO TO 2330
2317 IF y<>b AND y<>s THEN GO TO
 2320
2318 IF (a-x<=6 AND a-x>0) OR (r
-x<=6 AND r-x>0) THEN GO TO 2321
2320 FOR z=1 TO 6: PRINT INK 3;A
T x+z,y;"▫": NEXT z: FOR z=1 TO
6: PRINT AT x+z,y;" ": NEXT z: G
O TO 2330
2321 LET di=a-x: LET dis=r-x: IF
 di<dis THEN GO TO 2323
2322 FOR z=1 TO (dis-1): PRINT I
NK 3;AT x+z,y;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT x+z,y;"
": NEXT z: GO TO 2325
2323 FOR z=1 TO (di-1): PRINT IN
K 3;AT x+z,y;"▫": NEXT z: FOR z=
1 TO (di-1): PRINT AT x+z,y;" ":
 NEXT z
2325 PRINT INK 1;AT a,b;"©";AT r
,s;"▫": GO TO 7000
2330 LET x=x+1: IF x>21 OR ATTR
(x,y)<>45 THEN GO TO 7100
2340 PRINT INK 2;AT m,n;"▛";AT x
,y;"■"
2341 PRINT AT f,g;" "
2342 LET f=m: LET g=n
2345 GO TO 2500
2350 LET y=y-1: IF y<0 OR ATTR (
x,y)<>45 THEN GO TO 7100
2360 PRINT INK 2;AT m,n;"■";AT x
,y;"■"
2362 PRINT AT f,g;" "
2365 LET f=m: LET g=n
2370 LET izq=2: GO TO 2500
2375 LET y=y+1: IF y>31 OR ATTR
(x,y)<>45 THEN GO TO 7100
2380 PRINT INK 2;AT m,n;"■";AT x
,y;"■"
2382 PRINT AT f,g;" "
2385 LET f=m: LET g=n
2390 LET izq=1: GO TO 2500
2500 IF der=2 THEN GO TO 3100
2510 IF der=3 THEN GO TO 3200
2520 IF der=4 THEN GO TO 3300
3000 LET r=a: LET s=b
3010 IF INKEY$="p" THEN GO TO 30
50
3011 IF INKEY$="l" THEN GO TO 30
75
3012 IF INKEY$<>"0" THEN GO TO 3
028
3014 IF b>25 THEN GO TO 3028
3016 IF a<>x AND a<>m THEN GO TO
 3018
3017 IF (y-b<=6 AND y-b>0) OR (n
-b<=6 AND n-b>0) THEN GO TO 3020
3018 FOR z=1 TO 6: PRINT INK 3;A
T a,b+z;"▫": NEXT z: FOR z=1 TO
6: PRINT AT a,b+z;" ": NEXT z: G
O TO 3028
3020 LET di=y-b: LET dis=m-b: IF
 di<dis THEN GO TO 3022
3021 FOR z=1 TO (dis-1): PRINT I
NK 3;AT a,b+z;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT a,b+z;"
": NEXT z: GO TO 3025
3022 FOR z=1 TO (di-1): PRINT IN
K 3;AT a,b+z;"▫": NEXT z: FOR z=
1 TO (di-1): PRINT AT a,b+z;" ":
 NEXT z
3025 PRINT INK 2;AT x,y;"©";AT m
,n;"▫": GO TO 7000
3028 LET b=b+1: IF b>31 OR ATTR
(a,b)<>45 THEN GO TO 7200
3030 PRINT INK 1;AT r,s;"■";AT a
,b;"■"
3032 PRINT AT j,k;" "
3035 LET j=r: LET k=s
3040 GO TO 1500
3050 LET a=a-1: IF a<0 OR ATTR (
a,b)<>45 THEN GO TO 7200
3060 PRINT INK 1;AT r,s;"▙";AT a
,b;"■"
3062 PRINT AT j,k;" "
3065 LET j=r: LET k=s
3070 LET der=3: GO TO 1500
3075 LET a=a+1: IF a>21 OR ATTR
(a,b)<>45 THEN GO TO 7200
3080 PRINT INK 1;AT r,s;"▛";AT a
,b;"■"
3082 PRINT AT j,k;" "
3085 LET j=r: LET k=s
3090 LET der=4: GO TO 1500
3100 LET r=a: LET s=b
3110 IF INKEY$="p" THEN GO TO 31
50
3111 IF INKEY$="l" THEN GO TO 31
75
3112 IF INKEY$<>"0" THEN GO TO 3
130
3114 IF b<6 THEN GO TO 3130
3116 IF a<>x AND a<>m THEN GO TO
 3118
3117 IF (b-y<=6 AND b-y>0) OR (b
-n<=6 AND b-n>0) THEN GO TO 3120
3118 FOR z=1 TO 6: PRINT INK 3;A
T a,b-z;"▫": NEXT z: FOR z=1 TO
6: PRINT AT a,b-z;" ": NEXT z: G
O TO 3130
3120 LET di=b-y: LET dis=b-n: IF
 di<dis THEN GO TO 3122
3121 FOR z=1 TO (dis-1): PRINT I
NK 3;AT a,b-z;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT a,b-z;"
": NEXT z: GO TO 3125
3122 FOR z=1 TO (di-1): PRINT IN
K 3;AT a,b-z;"▫": NEXT z: FOR z=
1 TO (di-1): PRINT AT a,b-z;" ":
 NEXT z
3125 PRINT INK 2;AT x,y;"©";AT m
,n;"▫": GO TO 7000
3130 LET b=b-1: IF b<0 OR ATTR (
a,b)<>45 THEN GO TO 7200
3140 PRINT INK 1;AT r,s;"■";AT a
,b;"■"
3141 PRINT AT j,k;" "
3142 LET j=r: LET k=s
3145 GO TO 1500
3150 LET a=a-1: IF a<0 OR ATTR (
a,b)<>45 THEN GO TO 7200
3160 PRINT INK 1;AT r,s;"▙";AT a
,b;"■"
3162 PRINT AT j,k;" "
3165 LET j=r: LET k=s
3170 LET der=3: GO TO 1500
3175 LET a=a+1: IF a>21 OR ATTR
(a,b)<>45 THEN GO TO 7200
3180 PRINT INK 1;AT r,s;"▛";AT a
,b;"■"
3182 PRINT AT j,k;" "
3185 LET j=r: LET k=s
3190 LET der=4: GO TO 1500
3200 LET r=a: LET s=b
3210 IF INKEY$="n" THEN GO TO 32
50
3211 IF INKEY$="m" THEN GO TO 32
75
3212 IF INKEY$<>"0" THEN GO TO 3
230
3214 IF a<6 THEN GO TO 3230
3216 IF b<>y AND b<>n THEN GO TO
 3218
3217 IF (a-x<=6 AND a-x>0) OR (a
-n<=6 AND a-n>0) THEN GO TO 3220
3218 FOR z=1 TO 6: PRINT INK 3;A
T a-z,b;"▫": NEXT z: FOR z=1 TO
6: PRINT AT a-z,b;" ": NEXT z: G
O TO 3230
3220 LET di=a-x: LET dis=a-m: IF
 di<dis THEN GO TO 3222
3221 FOR z=1 TO (dis-1): PRINT I
NK 3;AT a-z,b;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT a-z,b;"
": NEXT z: GO TO 3225
3222 FOR z=1 TO (di-1): PRINT IN
K 3;AT a-z,b;"▫": NEXT z: FOR z=
1 TO (di-1): PRINT AT a-z,b;" ":
 NEXT z
3225 PRINT INK 2;AT x,y;"©";AT m
,n;"▫": GO TO 7000
3230 LET a=a-1: IF a<0 OR ATTR (
a,b)<>45 THEN GO TO 7200
3240 PRINT INK 1;AT r,s;"▙";AT a
,b;"■"
3241 PRINT AT j,k;" "
3242 LET j=r: LET k=s
3245 GO TO 1500
3250 LET b=b-1: IF b<0 OR ATTR (
a,b)<>45 THEN GO TO 7200
3260 PRINT INK 1;AT r,s;"■";AT a
,b;"■"
3262 PRINT AT j,k;" "
3265 LET j=r: LET k=s
3270 LET der=2: GO TO 1500
3275 LET b=b+1: IF b>31 OR ATTR
(a,b)<>45 THEN GO TO 7200
3280 PRINT INK 1;AT r,s;"▛";AT a
,b;"■"
3282 PRINT AT j,k;" "
3285 LET j=r: LET k=s
3290 LET der=1: GO TO 1500
3300 LET r=a: LET s=b
3310 IF INKEY$="n" THEN GO TO 33
50
3311 IF INKEY$="m" THEN GO TO 33
75
3312 IF INKEY$<>"0" THEN GO TO 3
330
3314 IF a>15 THEN GO TO 3330
3316 IF b<>y AND b<>n THEN GO TO
 3318
3317 IF (x-a<=6 AND x-a>0) OR (m
-a<=6 AND m-a>0) THEN GO TO 3320
3318 FOR z=1 TO 6: PRINT INK 3;A
T a+z,b;"▫": NEXT z: FOR z=1 TO
6: PRINT AT a+z,b;" ": NEXT z: G
O TO 3330
3320 LET di=x-a: LET dis=m-a: IF
 di<dis THEN GO TO 3322
3321 FOR z=1 TO (dis-1): PRINT I
NK 3;AT a+z,b;"▫": NEXT z: FOR z
=1 TO (dis-1): PRINT AT a+z,b;"
": NEXT z: GO TO 3325
3322 FOR z=1 TO (di-1): PRINT IN
K 3;AT a+z,b;"▫": NEXT z: FOR z=
1 TO (di-1): PRINT AT a+z,b;" ":
 NEXT z
3325 PRINT INK 2;AT x,y;"©";AT m
,n;"▫": GO TO 7000
3330 LET a=a+1: IF a>31 OR ATTR
(a,b)<>45 THEN GO TO 7200
3340 PRINT INK 1;AT r,s;"▛";AT a
,b;"■"
3341 PRINT AT j,k;" "
3342 LET j=r: LET k=s
3345 GO TO 1500
3350 LET b=b-1: IF b<0 OR ATTR (
a,b)<>45 THEN GO TO 7200
3360 PRINT INK 1;AT r,s;"■";AT a
,b;"■"
3362 PRINT AT j,k;" "
3365 LET j=r: LET k=s
3370 LET der=2: GO TO 1500
3375 LET b=b+1: IF b>31 OR ATTR
(a,b)<>45 THEN GO TO 7200
3380 PRINT INK 1;AT r,s;"■";AT a
,b;"■"
3382 PRINT AT j,k;" "
3385 LET j=r: LET k=s
3390 LET der=1: GO TO 1500
7000 PRINT PAPER 2; INK 0;#0;"OT
RA PARTIDA? (s/n)"
7010 IF INKEY$="s" THEN GO TO 10
00
7020 IF INKEY$="n" THEN STOP
7030 IF INKEY$<>"s" OR INKEY$<>"
n" THEN GO TO 7010
7100 PRINT INK 2;AT f,g;"▫";AT m
,n;"▫": GO TO 7000
7200 PRINT INK 1;AT j,k;"▫";AT r
,s;"▫": GO TO 7000
```

BOLETIM METEOROLÓGICO

Já lhe passou pela cabeça fazer previsões meteorológicas para o seu fim-de-semana? O passeio programado para o próximo domingo será estragado por uma daquelas chuvadas de molhar a roupa interior ou, pelo contrário, poderá deixar o blusão de penas pendurado no armário?
O seu Spectrum 48 K funcionará em termos de boletim meteorológico para as próximas 24 horas e o programa, testado e mais do que testado, dar-lhe-á garantias a, pelo menos, 80%.
É colorido e bem divertido este programa que lhe propomos, mas não aceitamos reclamações nem fornecemos qualquer tipo de comprimidos anti-gripais.
E, já agora, compare os seus resultados com o Boletim Meteorológico.

```
  10 REM ************************
         *     SPECTROMETEO     *
         ************************

  11 REM
  12 REM
  13 REM ************************
         *     ©F.HARDY-1984    *
         ************************
  14 REM LE 5-9-84 A ETAULIERS
  15 REM
  16 REM
  17 REM
  18 REM
  19 REM ************************
         *    DATAS DES VENTS   *
         ************************

  20 RESTORE 25: DIM V$(8,10): F
OR F=1 TO 8: READ V$(F): NEXT F
  25 DATA "NORD","NORD-EST","EST
","SUD-EST","SUD","SUD-OUEST","O
UEST","NORD-OUEST"

  26 REM ************************
         *  DATAS DES SAISONS   *
         ************************



  30 RESTORE 35: DIM s$(4,9): FO
R f=1 TO 4: READ s$(f): NEXT f
  35 DATA "ETE","AUTOMNE","HIVER
","PRINTEMPS"
  40 POKE 23658,8: POKE 23609,20
  50 LET U=0: GO TO 8000
  60 GO SUB 9997
  65 REM

         ************************
         *    INTRODUCTION      *
         ************************

  70 PRINT "Pour vos previsions
vous aurez  besoin :": PRINT : P
RINT "1)d'un barometre": PRINT :
 PRINT "2)de savoir la direction
 du vent"
  80 PRINT : PRINT "En ce qui co
ncerne cette der-   niere,sachez
 que le vent vient  toujours a g
auche de la direc-  tion indique
e par une girouette  (de 1/8eme d
e tour environ)..."
  90 PRINT AT 18,8;"Lorsque vous
 aurez reuni";AT 19,8;"tous ces
ingredients,";AT 20,8;"tapez une
 touche...": PAUSE 0

  95 REM ************************
         *DEBUT DE LA PREVISION*
         ************************


 100 GO SUB 9997
 110 INPUT "Pression(en mm de me
rcure)?";p: PRINT AT 20,10;"Pres
sion:  ";P: LET P=(p>755)+2*(p>76
0 AND p<=765)+3*(p>765 AND p<=76
0)+4*(p<=755)
 115 LET U=1
 120 PRINT AT 0,0;"Quelle est la
 direction du vent?"
 130 PRINT : PRINT "1-->
 NORD": PRINT "2--> NORD-EST": P
RINT "3-->EST": PRINT "4-->SUD-E
ST": PRINT "5-->SUD"
 140 PRINT "6-->SUD-OUEST": PRIN
T "7-->OUEST": PRINT "8-->NORD-O
UEST"
 150 INPUT "No correspondant ?";
v: IF v<1 OR v>8 THEN GO TO 150
 151 PRINT AT 21,10;"Vent     : "
;V$(V): GO SUB 9997
 152 LET v=(v=1)+2*(v=2 OR v=3)+
3*(v=4 OR v=5)+4*(v=6)+5*(v=7 OR
 v=8)
 160 PRINT "Quelle est la saison
 en cours ?": PRINT : PRINT : PR
INT "1-->ETE": PRINT : PRINT "2-
->AUTOMNE": PRINT : PRINT "3-->H
IVER": PRINT : PRINT "4-->PRINTE
MPS"
 170 INPUT "No correspondant ?";
s: IF s<1 OR s>4 THEN GO TO 170
 171 PRINT AT 18,10;"Saison    :
 ";S$(s): GO SUB 9997
 200 RESTORE s*1000+p*100+v*10
 250 READ t$,u$
 260 PRINT TAB 9;"SPECTROMETEO
                 ************"
: PRINT : PRINT : PRINT : PRINT
: PRINT : PRINT
 300 PRINT t$: PRINT u$: PRINT :
 PRINT AT 17,10; FLASH 1;"Tapez:
C>Copie*S>Suite"
 310 IF INKEY$<>"S" AND INKEY$<>
"C" THEN GO TO 310
 320 IF INKEY$="C" THEN PRINT AT
 17,10;"                ":
 COPY
 330 LET U=0: GO SUB 9997
 340 PRINT "Vous desirez :": PRI
NT : PRINT : PRINT "1-->Revoir l
a presentation": PRINT : PRINT "
2-->Obtenir une autre prevision"
: PRINT : PRINT "3-->Quitter le
programme"
 350 IF INKEY$<"1" OR INKEY$>"3"
```

```
THEN GO TO 350
350 IF INKEY$="1" THEN RUN
```

```
370 IF INKEY$="2" THEN GO TO 10
380 CLS : PRINT "AU REVOIR...":
PAUSE 50: CLS : STOP
994 REM
995 REM
        ************************
        *DATAS DES PREVISIONS *
        ************************


 996 REM
 997 REM
 998 REM
 999 REM
1000 REM ************************
         *        ETE           *
         ************************


1110 DATA "Beau ou assez beau.",
"Journees chaudes,nuits fraiches
."
1120 DATA "Beau.","Journees chau
des,nuits fraiches."
1130 DATA "Beau,mais orages poss
ibles.","Tres chaud le jour,chau
d la      nuit."
```

```
1140 DATA "Beau ou tres beau.","
Chaud ou tres chaud."
1150 DATA "Beau.","Chaud dans la
 journee,assez      frais la nuit
."

1210 DATA "Assez beau,ondees pos
sibles.","Assez chaud."
1220 DATA "Beau ou assez beau,av
ec parfois averses orageuses.","
Chaud ou assez chaud le jour,
nuits fraiches."
1230 DATA "Beau,avec possibilite
s d'aversesorageuses.","Chaud."
1240 DATA "Beau,ondees orageuses
 possibles.","Assez chaud."
1250 DATA "Assez beau,mais ondee
s possiblesenmontagne.","Tempera
ture douce."
1310 DATA "Ondees ou averses ora
geuses.","Temperatures douces."
1320 DATA "Pluie orageuses.","Te
mperature douce."
1330 DATA "Temps lourd et orages
 avec       averses.","Chaud."
1340 DATA "Temps lourd et orages
 possibles.","Assez chaud"
1350 DATA "Ondees et averses ave
c un peu devent.","Temperature d
ouce."
1410 DATA "Pluie et vent.","Temp
erature douce."
1420 DATA "Pluies orageuses avec
 un peu de vent.","Temps lourd e
t humide."
1430 DATA "Averses orageuses et
vents       violents.","Chaud et
humide."
1440 DATA "Orages et averses ora
geuses.","Assez chaud."
1450 DATA "Pluie a tendance orag
euse avec  vent.","Doux et humid
e."
1999 REM
2000 REM ************************
         *       AUTOMNE        *
         ************************
2110 DATA "Beau ou assez beau.",
"Chaud le jour.Gelees a craindre
 la nuit."

2120 DATA "Beau ou assez beau.",
"Chaleur moderee:gelees a
 craindre."
2130 DATA "Beau ou assez beau.",
"Assez chaud le jour,frais la
 nuit:gelees possibles."
2140 DATA "Beau.","Chaud ou asse
z chaud le jour,nuits fraiches."

2150 DATA "Beau ou moderement nu
ageux.","Chaleur moderee le jour
```

```
,nuits    fraiches."
2210 DATA "Ondees locales.","Tem
peratures fraiches."
2220 DATA "Assez beau,avec possi
bilites     d'ondees.","Frais le
jour et gelees locales."
2230 DATA "Nuages moderes;ondees
 et eclair-cies.","Assez chaud."
2240 DATA "Ondees locales et ven
ts faibles.","temperature douce.
"
2250 DATA "Assez beau,avec ondee
s locales  et giboulees en monta
gnes.","Temperature douce,parfoi
s un peufraiche."
2310 DATA "Averses.","Temps frai
s."
2320 DATA "Ondees en plaines,gib
oulees en  montagnes.","Temps fr
ais."
2330 DATA "Nuageux,avec pluies e
parses et  vent modere.","Temps
doux."
2340 DATA "Pluie possibles,vent
modere.","Temperature douce."
2350 DATA "Ondees en plaine,gibo
ulees en    montagne;vent faible.
","Temps frais."
2410 DATA "Averses de pluie ou d
e neige.","Temps froid et temper
ature en    baisse."
2420 DATA "Averses orageuses et
vent         modere.","Temps frais
."
2430 DATA "Pluie et parfois aver
ses          orageuses avec vents
assez forts","Temperature douce.
"
2440 DATA "Pluie et vent fort.",
"Temps doux et humide."
2450 DATA "Fortes pluies et vent
 fort,      bourrasques de neige
en montagne","Temps frais."

2999 REM
3000 REM ************************
         *         HIVER          *
         ************************
3110 DATA "Beau,avec tendance a
la brume etau brouillard.","Temp
erature fraiche."

3120 DATA "Beau ou assez beau,un
 peu        brumeux.","Journees f
roides et gelees nocturnes."
3130 DATA "Beau ou assez,parfois
 brumeux.","Temperature moderee
le jour,    nuits froides ;gelee
s possibles."
3140 DATA "Beau ou assez beau,br
umes.","Temperature douce ou ass
ez doucele jour;gelees nocturnes
."
3150 DATA "Beau et un peu brumeu
x.","Temperatures moderees le jo
ur;  fortes gelees la nuit."
3210 DATA "Assez beau;giboulees
en montagne","Froid."
3220 DATA "Temps brumeux;giboule
es ou neige","Froid."
3230 DATA "Assez beau a moderame
nt nuageux,avec ondees possibles
.","Temperature douce."
3240 DATA "Quelques nuages,ondee
s.","Temperature fraiches."
3250 DATA "Moderement nuageux,gi
boulees en montagne.","Froid."
3310 DATA "Neige ou giboulees.",
"Froid."
3320 DATA "Neige ou giboulees.",
"Froid."

3330 DATA "Pluie possible,avec v
ent fort.","Temperature douce."
3340 DATA "Pluie ou neige avec v
ent.","Temperatue douce."
3350 DATA "Giboulees ou neige.",
"Froid."
3410 DATA "Neige et vent parfois
 violent.","Froid."
3420 DATA "Giboulees,neige possi
ble;vent   modere a assez fort."
,"Froid."
3430 DATA "Pluie ou neige fondue
,avec ventsforts.","Temps assez
froid,parfois doux."
3440 DATA "Pluie ou neige avec v
ent violent","Temperature douce.
"
3450 DATA "Pluie et bourrasques,
ou neige.","Froid."
3999 REM
4000 REM ************************
         *      PRINTEMPS         *
         ************************
4110 DATA "Beau ou assez beau.",
```

```
"Journees chaudes,nuits fraiches
;gelees matinales."
4120 DATA "Beau ou assez beau.",
"Journees douces ou assez chaude
sNuits fraiches;gelees possibles
."
4130 DATA "Beau ou assez beau.",
"Journees chaudes,nuits fraiches
."
4140 DATA "Beau.","Assez chaud."
4150 DATA "Beau.","Assez chaud d
ans la journee,     frais la nuit
;gelees possibles  au petit mati
n."
4210 DATA "Ondees ou giboulees."
,"Temperatures fraiches."
4220 DATA "Giboulees.","Journees
 fraiches, nuits froides;gelees
a craindre."
4230 DATA "Assez beau ou ondees
orageuses.","Journees un peu cha
udes,nuits unpeu fraiches."
4240 DATA "Ondees ou averses.","
Temperature douce."
4250 DATA "Nuageux,avec ondees p
ossibles;  giboulees en montagne
.","Temps frais."
4310 DATA "Ondees ou giboulees."
,"Temperature fraiche."
4320 DATA "Ondees ou giboulees a
vec vent.","Temps frais."
4330 DATA "Pluie ou averses avec
 un peu de vent.","Temps doux."
4340 DATA "Pluie et vent assez f
ort.","Assez doux."
4350 DATA "Ondees en plaine,gibo
ulees en    montagne.","Temps fra
is."
4410 DATA "Pluie ou neige avec v
ent.","Temperature basse."
4420 DATA "Ondees,giboulees ou a
verses      orageuses;neige en mo
ntagne.Ventfaible ou modere.","T
emperature basse."
4430 DATA "Pluie et vent assez f
ort.","Temperature douce."
4440 DATA "Pluie et vent assez f
ort.","Temperature douce."
4450 DATA "Pluie en plaine,neige
 en          montagne.","Temps fra
is."
7800 REM
7900 REM ************************
         *    PRESENTATION      *
         ************************
7995 REM
7999 REM
8000 PAPER 4: INK 4: BORDER 4: C
LS
8010 FOR f=1 TO 22: PRINT PAPER
5;"
    ": NEXT f: PAPER 5: INK 5: BO
RDER 5
8020 FOR f=0 TO 2*PI STEP PI/20
8025 PLOT INK 6;55,120
8030 DRAW INK 6;COS f*((RND*20)+
30),SIN f*((RND*20)+30)
8040 NEXT f
8045 REM ************************
         *      PETIT NUAGE      *
         ************************
8050 RESTORE 8080: FOR f=USR "a"
 TO USR "a"+87: READ a: POKE f,a
: NEXT f
8060 LET l=13: LET c=2: LET z=1
8063>PRINT AT l,c; INK 7;" ABCDE
"
8064 PRINT AT l+1,c; INK 7;"FG■■
■H"
8065 PRINT AT l+2,c; INK 7;"IJ■■
■K"
8070 IF z=2 THEN GO TO 8100
8071 LET l=5: LET c=20: LET z=2:
 GO TO 8063
8080 DATA 0,0,0,0,1,BIN 00000011,B
IN 00000011,BIN 00000111,BIN 000
01111
8081 DATA 0,0,0,BIN 11111110,255
,255,255,255
8082 DATA 0,0,0,0,BIN 10000111,B
IN 10011111,BIN 10111111,255
8083 DATA 0,0,0,BIN 01111111,255
,255,255,255
8084 DATA 0,0,0,BIN 10000000,BIN
 11000000,BIN 11100000,BIN 11100
000,BIN 11100000
8085 DATA 0,0,0,1,BIN 00000111,B
IN 00001111,BIN 00001111,BIN 000
11111
8086 DATA BIN 00001111,BIN 00011
111,BIN 00011111,BIN 11101111,25
5,255,255,255
8087 DATA BIN 11100000,BIN 11000
000,BIN 10100000,BIN 11110000,BI
N 11111000,BIN 11111100,BIN 1111
1110,BIN 11111110
8088 DATA BIN 00011111,BIN 00011
111,BIN 00011111,BIN 00011111,BI
N 00001111,BIN 00000111,BIN 0000
0001,0
8089 DATA 255,255,255,255,255,25
5,255,BIN 00011111
8090 DATA BIN 11111110,BIN 11111
110,BIN 11111100,BIN 11111100,BI
N 11111000,BIN 11110000,BIN 1110
0000,BIN 11000000
8095 REM ************************
         *   GROS NUAGE BLANC   *
         ************************
8096>REM
8100 RESTORE 8150: FOR f=USR "a"
 TO USR "a"+127: READ a: POKE f,
a: NEXT f
8110 PRINT AT 14,17; INK 7;" ABC
DEF"
8111 PRINT AT 15,17; INK 7;"GH■■
■■I"
8112 PRINT AT 16,17; INK 7;"J■■■
■■K"
8113 PRINT AT 17,17; INK 7;"L■MN
OP "
8150 DATA 0,0,0,BIN 00000011,BIN
 00001111,BIN 00011111,BIN 00011
111,BIN 00011111
8151 DATA 0,0,BIN 01111100,255,2
55,255,255,255
8152 DATA 0,0,BIN 00000011,BIN 1
1011111,255,255,255,255
8153 DATA 0,0,255,255,255,255,25
5,255
8154 DATA 0,0,BIN 11100000,BIN 1
1111000,BIN 11111000,BIN 1111110
0,BIN 11111011,255
8155 DATA 0,0,0,0,0,0,BIN 111000
00,BIN 11111000
8156 DATA 0,0,BIN 00000011,BIN 0
0011111,BIN 00011111,BIN 0011111
1,BIN 00111111,BIN 00111111
8157 DATA BIN 00011111,BIN 00111
111,255,255,255,255,255
8158 DATA BIN 11111000,BIN 11111
100,BIN 11111100,BIN 11111100,BI
N 11111100,BIN 11111100,BIN 1111
1100,BIN 11111100
8159 DATA 127,127,127,127,127,12
7,127,127
8160 DATA BIN 11111100,BIN 11111
000,BIN 11111000,BIN 11111000,BI
N 11111000,BIN 11110000,BIN 1110
0000,BIN 11000000
8161 DATA BIN 00111111,BIN 00011
111,BIN 00011111,BIN 00000111,0,
0,0,0
8162>DATA BIN 11101111,BIN 11100
111,BIN 11000011,BIN 00000001,0,
0,0,0
8163 DATA 255,255,255,255,BIN 00
111111,BIN 00000011,0,0
8164 DATA 255,BIN 11111110,BIN 1
1111110,BIN 11111100,BIN 1111100
0,BIN 11100000,0,0
8165 DATA BIN 11111110,0,0,0,0,0
,0,0
8166 REM ************************
         * PERSONNAGE SOURIANT *
         ************************
8167 REM
8170 RESTORE 8171: FOR f=USR "a"
 TO USR "a"+31: READ a: POKE f,a
: NEXT f
8171 DATA 0,0,0,1,BIN 00000110,B
IN 00001000,BIN 00010010,BIN 000
10001,0,0,0,BIN 10000000,BIN 011
00000,BIN 00010000,BIN 01001000,
BIN 00001000
8172>DATA BIN 00010100,BIN 00010
011,BIN 00001000,BIN 00000110,1,
1,1,BIN 01001000,BIN 10001000,
BIN 00010000,BIN 11100000,0,0,0,
0
8180 INK 0: PLOT 79,10: DRAW -4,
-9: PLOT 79,10: DRAW 4,-9: PLOT
79,10: DRAW 0,18: PRINT AT 17,9;
"AB";AT 18,9;"CD": PLOT 79,17: D
RAW 5,5: PLOT 79,17: DRAW -7,7
8190 REM ************************
         *      1ere MUSIQUE     *
         ************************
8200 RESTORE 8230: FOR f=1 TO 9
8210 READ h,d: BEEP d,h
8220 NEXT f
8230 DATA 12,.3,9,.57,69,.07,9,.
3,10,.3,12,.33,21,.52,21,.52,17,
.6
8240 RESTORE 8270: PAUSE 20: FOR
 f=1 TO 8
8250 READ h,d: BEEP d,h
8260 NEXT f
8270 DATA 12,.3,9,.63,9,.3,10,.3
,9,.33,12,.52,12,.52,10,.4
8290 REM ************************
         *  GROS NUAGE NOIR ET  *
         *         PLUIE        *
         ************************
8300 RESTORE 8330: FOR f=USR "a"
 TO USR "a"+159
8310 READ a: POKE f,a
8320 NEXT f
8330 DATA 0,0,0,0,BIN 00000011,B
IN 00011111,BIN 01111111,255
8331 DATA 0,0,0,BIN 01111111,255
,255,255,255
8332 DATA 0,0,0,BIN 10000000,BIN
 11100001,BIN 11111011,255,255
8333 DATA 0,0,BIN 00001111,BIN 0
1111111,255,255,255,255
```

```
8334 DATA 0,BIN 00011110,255,255
,255,255,255,255
8335 DATA 0,0,BIN 11100000,BIN 1
1111000,255,255,255,255
8336 DATA 0,0,0,0,BIN 11000000,B
IN 11100000,BIN 11110000,BIN 111
10000
8337 DATA 1,BIN 00000111,BIN 000
01111,BIN 00001111,BIN 00011111,
BIN 00011111,BIN 00111111,BIN 00
111111
8338 DATA BIN 11000000,BIN 11110
000,BIN 11111000,BIN 11111110,25
5,255,255,255
8339 DATA 0,0,BIN 00000011,BIN 0
0001111,BIN 00011111,BIN 0011111
1,BIN 01111111,255
8340 DATA BIN 00111111,BIN 00011
111,BIN 11011111,255,255,255,255
,255
8341 DATA 255,BIN 11111110,BIN 1
1111110,BIN 11111100,255,255,255
,255
8342 DATA 0,0,0,0,0,BIN 10000000
,BIN 11111000,BIN 11111110
8343>DATA 1,BIN 00000011,BIN 000
00111,BIN 00000111,BIN 00001111,
BIN 00001111,BIN 00001111,BIN 00
1111
8344 DATA BIN 10000000,BIN 11100
000,BIN 11110000,BIN 11111000,BI
N 11111100,BIN 11111100,BIN 1111
1110,BIN 11111110
8345 DATA BIN 00001111,BIN 00001
111,BIN 00001111,BIN 00000111,BI
N 00000011,0,0,0
8346 DATA 255,255,255,255,255,BI
N 01111111,BIN 00011111,BIN 0000
0011
8347 DATA BIN 11111110,BIN 11111
110,BIN 11111110,BIN 11111100,BI
N 11111000,BIN 11110000,BIN 1110
0000,BIN 11000000
8348 DATA 1,BIN 00000010,BIN 000
00100,0,BIN 00010000,BIN 0010000
0,BIN 01000000,BIN 10000000
8349 DATA 1,BIN 00000010,BIN 000
00100,BIN 00001000,0,BIN 0010000
0,BIN 01000000,BIN 10000000
8400 DIM E$(22,26)
8410 RESTORE 8420: FOR f=1 TO 22
: READ a$: LET E$(f)=a$: NEXT f
8420 DATA "","",""
8421 DATA "      ABCDEFG"
8422 DATA "     H[redacted]I"
8423 DATA "    JK[redacted]LM"
8424 DATA "   N[redacted]O"
8425 DATA "   PQ[redacted]R"
8426 DATA "     S    S    S"
8427 DATA "   T  T T T T T"
8428 DATA "  T T T T T T"
8429 DATA "T  T T T T T"
8430 DATA " T    T    T"
8431 DATA "T  T   T   T"
8432 DATA "  S   S   S"
8433 DATA "","","","","",""
8440 FOR c=1 TO 26: FOR l=4 TO 1
5
8450 PRINT AT l-1,32-c; INK 0+((l
>=9)*7;E$(l,1 TO c)
8460 NEXT l: NEXT c: PRINT AT 0,
0;: FOR f=1 TO 22: PRINT INK 0+(
f>=9)*7; PAPER 1;"      "+E$(f):
 NEXT f: BORDER 1
8465 REM ***********************
     * PERSONNAGE PARAPLUIE*
     ***********************
8466 REM
8470 RESTORE 8475: FOR f=USR "a"
 TO USR "a"+31: READ a: POKE f,a
: NEXT f
8475 DATA 0,0,0,1,BIN 00000110,B
IN 00001000,BIN 00010010,BIN 000
10001,0,0,0,BIN 10000000,BIN 011
00000,BIN 00010000,BIN 01001000,
BIN 00001000
8476 DATA BIN 00010011,BIN 00010
100,BIN 00001000,BIN 00000110,1,
1,1,1,BIN 10001000,BIN 01001000,
BIN 00010000,BIN 11100000,0,0,0,
0
8480 INK 5: PAPER 1: PLOT 79,10:
 DRAW -4,-9: PLOT 79,10: DRAW 4,
-9: PLOT 79,10: DRAW 0,18: PRINT
 AT 17,9;"AB";AT 18,9;"CD": PLOT
 79,17: DRAW 5,5: PLOT 79,17: DR
AW -7,7
8481 INK 0: PLOT 71,24: DRAW 0,1
9: PLOT 92,36: DRAW -40,0,1.5
8485 REM ***********************
     *     2eme MUSIQUE      *
     ***********************
8490 RESTORE 8530
8500 FOR f=1 TO 13
8510 READ h,d: BEEP d,h
8520 NEXT f
8530 DATA 7,.3,10,.5,7,.3,10,.5,
7,.35,3,.7,-2,.8,3,.25,3,.25,3,.
25,5,.55,5,.3,7,.6
8550 PAUSE 100
8560 REM ***********************
     * 2eme TABLEAU ANIME    *
     ***********************
8600 PRINT AT 21,0: PAPER 3: FOR
 f=1 TO 22: POKE 23692,10: PRINT
"                                ": NEXT f: CLS
8620 INK 7: FOR f=0 TO 31
8630 IF f<=20 THEN PRINT AT f,14
;" ";AT f+1,14;"I"
8640 IF f>=5 AND f<=25 THEN PRIN
T AT f-5,8;" ";AT f-4,8;"E"
8650 IF f>=6 AND f<=26 THEN PRIN
T AT f-6,31;" ";AT f-5,31;"E"
8660 IF f>=9 AND f<=29 THEN PRIN
T AT f-9,22;" ";AT f-8,22;"G"
8870 IF f>=11 AND f<=31 THEN PRI
NT AT f-11,2;" ";AT f-10,2;"N"
8880 NEXT f
8890 FOR f=1 TO 15
8900 PRINT AT 21,31-f;"E "
8910 IF f<=7 THEN PRINT AT 21,22
-f;"G "
8920 IF f<=10 THEN PRINT AT 21,f
+1;" N"
8930 IF f<=5 THEN PRINT AT 21,f+
7;" E"
8940 NEXT f
8945 PAUSE 20
8950 FOR f=0 TO 4: PAUSE 2: PRIN
T AT f,1;"I  I  I";AT f+1,1;"PLUIE
": NEXT f
8955 PAUSE 30
8960 FOR f=0 TO 5: PRINT AT f,25
; INK 5;("* * *" AND f/2-INT (f/
2)=0)+(" * * " AND f/2-INT (f/2)
<>0);AT f+1,25;"GRELE": NEXT f
8965 PAUSE 20
8970 LET a$="TORNADES": FOR f=7
TO 1 STEP -1: PRINT AT 17,0; INK
 6;a$(f TO ): NEXT f
8980 FOR f=0 TO 19: PRINT AT 17,
f; INK 6;" "+a$: NEXT f
8990 FOR f=17 TO 8 STEP -1: PRIN
T AT f,20; INK 6;a$;AT f+1,20;"
        ": NEXT f
9000 FOR f=20 TO 2 STEP -1: PRIN
T AT 8,f; INK 6;a$+" ": NEXT f
9010 FOR f=8 TO 17: PRINT AT f,2
; INK 6;a$;AT f-1,2;"        ":
NEXT f
9020 PAUSE 20: FOR f=30 TO 24 ST
EP -1: PAUSE 3: PRINT INK 4;AT 1
1,f;"U ";AT 12,f;"E ";AT 13,f;"N
 ";AT 14,f;"T ": NEXT f
9025 PAUSE 50
9026 REM ***********************
     *      EXPLICATIONS     *
     ***********************
9030 DIM a$(22,32): RESTORE 9040
: FOR f=1 TO 22: READ a$(f): NEX
T f
9040 DATA "","             FREDDY HA
RDY","
  A","
  B"            PRESENTE:
9041 DATA "
   B","
   C","
   C"
9042 DATA "            SPECTROMETEO
   C","     *************
*  C","
   C","
   C","
   C"
9043 DATA "
   DE","
   FG","
   HIJ"
9044 DATA "               LA","
   GRENOUILLE","          AB
                     CDEFGH
```

```
                   ","IJK LMNO
                   ","PQRSTU
                   ","ABCDEFG"
9180 LET c=15
9190 FOR l=10 TO 5 STEP -1: LET
c=c-1: PRINT AT l,c;: FOR e=1 TO
 22-l*2: BEEP .03,0: PRINT TAB c
; PAPER 1;a$(L+E,C+1 TO 15-C+15)
9200 NEXT e: NEXT l
9205 REM ***********************
     *    THERMOMETRE ET     *
     *      GRENOUILLE       *
     ***********************
9300 RESTORE 9310: FOR F=USR "A"
 TO USR "A"+79: READ A: POKE F,A
: NEXT F
9310 DATA 60,66,66,129,129,129,1
29,129,129,129,129,129,129,129,1
29,129,129,143,129,143,129,143,1
29,191,1,3,7,15,31,63,63,63,128,
192,224,240,248,252,252,252,63,6
3,63,63,31,31,15,7,252,252,252,2
52,248,248,240,224,3,1,0,0,0,0,0
,0,255,255,0,0,0,0,0,192,128,0
,0,0,0,0,0
9320 PRINT AT 0,0;: FOR F=1 TO 9
: PRINT INK 7; PAPER 1;A$(F): NE
XT F: FOR F=10 TO 12: PRINT PAPE
R 1;A$(F, TO 28); INK 7; PAPER 2
;A$(F,29); PAPER 1;"   ": NEXT F
: FOR F=13 TO 15: PRINT INK 2; P
APER 1;A$(F): NEXT F
9325 FOR f=17 TO 21: PRINT AT f,
0; PAPER 3;a$(1): NEXT f: PRINT
AT 15,0;
9330 RESTORE 9350: FOR F=USR "A"
 TO USR "A"+167: READ A: POKE F,
A: NEXT F
```

```
9340 FOR F=16 TO 21: PRINT INK 4
; PAPER 1;A$(F): NEXT F
9350 DATA 0,0,0,0,0,0,0,3,0,0,0,
0,0,48,200,7,0,0,0,0,7,8,16,32,0
,0,7,120,128,0,0,0,0,0,255,0,0,0
,0,0,12,48,192,0,0,0,0,0,120,132
,164,136,112,3,124,64,192,60,2,1
2,112,128,96,16,0,0,0,0,0,1,1,2,
0,0,1,2,252,8,16,16,32,64,128,0,
0,0,0,0,0,0,0,0,0,7,8,0,0,0,0,0,
0,0,0,128,32,31,0,3,28,32,64,128
,8,216,32,192,0,0,0,0,4,4,4,7,4,
8,8,4,32,32,64,192,65,56,6,1
9360 DATA 0,0,0,0,248,7,0,248,0,
0,0,0,0,0,128,112,16,32,32,65,65
,65,129,129,129,130,132,8,8,16,3
2,64,4,2,1,0,0,0,0,0,128,64,48,1
36,102,17,14,1,6,1,0,0,0,252,3,2
68,8,4,4,2,2,16,248,44,129,129,6
4,32,112,136,4,3,128,0,128,64,32
,24,71,252,0,0,0,0,0,0,128,0
9370 FOR F=USR "A" TO USR "A"+55
: READ A: POKE F,A: NEXT F: PRIN
T INK 4; PAPER 1;A$(22): PAUSE 5
00
9390 GO SUB 9997: PAUSE 100
9400 PAPER 1: INK 7: PRINT AT 0,
9;"SPECTROMETEO
   **************"
```

```
9410 PRINT : PRINT : PRINT : PRI
NT "Ce programme va vous permett
re  de realiser vos propres prev
i-  sions meteorologiques...": P
RINT : PRINT "L'algorithme princ
ipal est base sur une methode mi
se au point  par l'abbe MOREUX
ipal est base sur une methode mi
se au point  par l'abbe MOREUX
(1867-1954).": PRINT : PRINT "Ce
tte methode donne 80% de  ch
ances de reussite pour des  pr
evisions d'une echeance de 24h"
9420 PRINT AT 18,10;"Pour contin
uer,";AT 19,10;"tapez une touche
...": PAUSE 0
9430 GO TO 60
9996 REM ************************
         *  SS-PROGRAMME "CLS"  *
         ************************
9997 LET f$="
                ": LET b$="
                "
9998 PRINT AT 0,0;: FOR f=0 TO 1
6: PRINT PAPER 1;f$: NEXT f: IF
U=1 THEN PRINT AT 0,0;: RETURN
9999 FOR f=17 TO 21: PRINT AT f,
8; PAPER 1;b$: NEXT f: PRINT AT
0,0;: RETURN
```

BOA PESCA

O «Jogo das Famílias» é bem conhecido de todos. A sua simulação para o Spectrum vem dar um novo aliciante a este jogo porque, desta vez, o seu parceiro não é um qualquer.

O programa distribuirá uma mão para si e outra para o Spectrum e cada um dos parceiros pedirá ao outro as cartas do valor que lhe interessa para completar a família. Mas só poderá pedir cartas dum dado valor se tiver em mão pelo menos uma do valor que pedir. Quer dizer: se tiver, por exemplo, um rei, pedirá ao Spectrum todos os reis que ele tiver. Como é evidente, o seu parceiro fará o mesmo e nenhum dos dois poderá reter em mão qualquer das cartas pedidas. Se o jogador a quem foram pedidas cartas tiver alguma desse valor, aparecerá no écran a mensagem «GOOD FISHING» e as cartas serão adicionadas ao total das cartas do jogador que as pediu. Quando o total das cartas do mesmo valor, na mão de cada jogador, for de quatro, será conseguido um «book» e o primeiro jogador a conseguir sete «books» ganhará o jogo.

Se o jogador pedir uma carta que o oponente não tenha, aparecerá a mensagem «GO FISH» e o jogador terá que ir buscar outra carta ao monte passando, para o oponente, o direito de jogar, a menos que a carta tirada do monte corresponda ao valor da carta pedida. Neste caso o jogador continuará a jogar.

Não se esqueça do aviso que lhe fizemos no princípio: o seu oponente é muito forte.

```
1000 LET Update=9500
1010 LET end=   9600
1020 GO SUB 9000
1030
1040 FOR n=1 TO 13
1050 LET D(n)    =n
1060 LET D(n+13)=n
1070 LET D(n+26)=n
1080 LET D(n+39)=n
1090 NEXT n
1100
1110 FOR n=1 TO 52
1120 LET a=INT (RND*52+1)
1130 LET b=INT (RND*52+1)
1140 IF  a=b THEN  GO TO 1130
1150 LET    c=D(a)
1160 LET D(a)=D(b)
1170 LET D(b)=c
1180 NEXT n
1190
1200 FOR n=1 TO 7
1210 LET a=D(n)
1220 LET P(a)=P(a)+1
1230 LET b=D(n+7)
1240 LET S(b)=S(b)+1
1250 NEXT n
1260
1270 BORDER 5: PAPER 5: INK 0:
      CLS
1280 PRINT  PAPER 6; BRIGHT 1;AT
 0,12;" FISH "
1290 PRINT  PAPER 2; BRIGHT 1; I
NK 7;AT 3,0;" PLAYER ";pb;AT 3,2
0;" SPECTRUM ";sb
1300 PRINT  PAPER 1; BRIGHT 1; I
NK 7;AT 8,3;" A 2 3 4 5 6 7 8 9
T J Q K "
1310 FOR n=9 TO 13
1320 PRINT  PAPER 6; BRIGHT 1;AT
 n,3;"
 "
1330 NEXT n
1340
2000 REM  PLAYER'S TURN
2010
2020 GO SUB Update
2030 INPUT  PAPER 0; INK 7; BRIG
HT 1;"WHICH CARD ? "; LINE A$
2040 IF A$(1)="T" THEN  LET c=10
: GO TO 2100
2050 IF A$(1)="J" THEN  LET c=11
: GO TO 2100
2060 IF A$(1)="Q" THEN  LET c=12
: GO TO 2100
2070 IF A$(1)="K" THEN  LET c=13
: GO TO 2100
```

```
2080 IF A$(1)="A" THEN  LET c=1
: GO TO 2100
2090 LET c=CODE A$-48: IF c<1 OR
 c>13 THEN  GO TO 2030
2100 IF P(c)=0 THEN  PRINT  BRIG
HT 1; PAPER 7; INK 2;AT 18,11; F
LASH 1;" CHEAT ": FOR n=1 TO 250
: NEXT n: PRINT AT 18,11;"
 ": GO TO 2030
2110 IF S(c)=0 AND top<53 THEN
PRINT AT 18,12; PAPER 2; INK 7;
BRIGHT 1; FLASH 1;" GO FISH ": F
OR n=1 TO 250: NEXT n: PRINT AT
18,12;"           ": GO TO 2500
2120 IF S(c)>0 THEN  PRINT AT 18
,9; PAPER 1; INK 7; BRIGHT 1; FL
ASH 1;" GOOD FISHING ": FOR n=1
TO 250: NEXT n: PRINT AT 18,9;"
              ": LET flag=1: LET
P(c)=P(c)+S(c): LET S(c)=0: LET
T(c)=1: GO SUB Update: IF P(c)=4
 THEN  LET pb=pb+1: LET T(c)=0:
GO SUB Update: GO SUB end: IF pb
=7 THEN  GO TO 9700
2130 IF flag=1 THEN  LET flag=0:
 GO TO 2030
2140 GO TO 3000
2500 LET d=D(top): LET top=top+1
: LET P(d)=P(d)+1: GO SUB Update
: IF P(d)=4 THEN  LET pb=pb+1: L
ET T(d)=0: GO SUB Update: GO SUB
 end:  IF pb=7 THEN  GO TO 9700
2510 IF c=d THEN  PRINT AT 18,9;
 PAPER 1; INK 7; BRIGHT 1; FLASH
 1;" GOOD FISHING ": FOR n=1 TO
250: NEXT n: PRINT AT 18,9;"
           ": GO TO 2030
2520 PRINT AT 18,8; PAPER 7; FLA
SH 1; BRIGHT 1;" You fished a ";
2530 IF d>1 AND d<11 THEN  PRINT
  PAPER 7; FLASH 1; BRIGHT 1;d;"
 ": GO TO 2700
2540 IF d=1    THEN  PRINT  PAPE
R 7; FLASH 1; BRIGHT 1;"ACE "  :
 GO TO 2700
2550 IF d=11   THEN  PRINT  PAPE
R 7; FLASH 1; BRIGHT 1;"JACK " :
 GO TO 2700
2560 IF d=12   THEN  PRINT  PAPE
R 7; FLASH 1; BRIGHT 1;"QUEEN ":
 GO TO 2700
2570 PRINT  PAPER 7; FLASH 1; BR
IGHT 1;"KING "
2700 FOR n=1 TO 250: NEXT n: PRI
NT AT 18,8;"
 "
3000 REM  SPECTRUM'S TURN
3010
3020 LET e=1
3030 IF T(e)=1 AND S(e)>0 AND S(
e)<4 THEN  LET f=e: GO TO 3060
3040 IF e<13 THEN  LET e=e+1: GO
 TO 3030
3050 LET f=INT (RND*13)+1: IF S(
f)=0 OR S(f)=4 THEN  GO TO 3050
3060 PRINT  PAPER 2; INK 7; BRIG
HT 1; FLASH 1;AT 21,9;" HOW MANY
 ";
3070 IF f=1   THEN  PRINT  PAPER
 2; INK 7; BRIGHT 1; FLASH 1;"AC
ES "  : GO TO 3200
3080 IF f=11  THEN  PRINT  PAPER
 2; INK 7; BRIGHT 1; FLASH 1;"JA
CKS " : GO TO 3200
3090 IF f=12 THEN  PRINT  PAPER
2; INK 7; BRIGHT 1; FLASH 1;"QUE
ENS ": GO TO 3200
3100 IF f=13 THEN  PRINT  PAPER
2; INK 7; BRIGHT 1; FLASH 1;"KIN
GS " : GO TO 3200
3110 PRINT  PAPER 2; INK 7; BRIG
HT 1; FLASH 1;f;"'s "
3200 INPUT "                  ";
 LINE A$
3210 LET c=CODE A$-48: IF c<0 OR
 c>13 THEN  GO TO 3200
3220 PRINT AT 21,9;"
   "
3230 IF P(f)<>c THEN  PRINT AT 1
8,11; BRIGHT 1; FLASH 1;" CHEAT
": FOR n=1 TO 250: NEXT n: PRINT
 AT 18,11;"          ": GO TO 3060
3235 IF c=0 AND top<53 THEN  GO
TO 3260
3240 LET S(f)=S(f)+P(f): LET P(f
)=0: LET T(f)=0: LET flag=1: GO
SUB Update: IF S(f)=4 THEN  LET
sb=sb+1: GO SUB Update: GO SUB e
nd: IF sb=7 THEN  GO TO 9700
3250 IF flag=1 THEN  LET flag=0:
 GO TO 3020
3255 GO TO 2000
3260 LET c=D(top): LET top=top+1
3270 LET S(c)=S(c)+1: GO SUB Upd
ate: IF S(c)=4 THEN  LET sb=sb+1
: GO SUB Update: GO SUB end: IF
sb=7 THEN  GO TO 9700
3275 IF c<>f THEN  GO TO 2000
3280 PRINT  PAPER 1; INK 7; BRIG
HT 1; FLASH 1;AT 18,9;" I FISHED
 A ";
3290 IF c=1  THEN  PRINT  PAPER
1; INK 7; BRIGHT 1; FLASH 1;"ACE
 "      : GO TO 3500
3300 IF c=11  THEN  PRINT  PAPER
 1; INK 7; BRIGHT 1; FLASH 1;"JA
CK "    : GO TO 3500
3310 IF c=12  THEN  PRINT  PAPER
 1; INK 7; BRIGHT 1; FLASH 1;"QU
EEN "   : GO TO 3500
3320 IF c=13  THEN  PRINT  PAPER
 1; INK 7; BRIGHT 1; FLASH 1;"KI
NG "    : GO TO 3500
3330 PRINT  PAPER 1; INK 7; BRIG
HT 1; FLASH 1;c;" "
3500 FOR n=1 TO 250: NEXT n: PRI
```

```
9530 PRINT  PAPER 2; INK 7; BRIG
HT 1;AT 3,8;pb;AT 3,30;sb
9540 RETURN
9550
9600 REM   CHECK FOR FINISH
9610
9620 LET check1=0: LET check2=0
9630 FOR 1=1 TO 13
9640 IF S(1)>0 AND S(1)<4 THEN
 LET check1=1
9650 IF P(1)>0 AND P(1)<4 THEN
 LET check2=1
9660 NEXT 1
9670 IF check1>0 AND check2>0
 THEN  RETURN
9680
9700 REM   END OF GAME
9710
9720 INPUT  PAPER 0; INK 7; BRIG
HT 1;"ANOTHER GAME ?"; LINE A$
9730 IF A$(1)="Y" THEN  GO SUB 9
000: GO TO 1040
9740 STOP
```

```
NT AT 18,9;"
 GO TO 3020
9000 REM   SET-UP
9010
9020 DIM P(13): REM Player's
9030 DIM S(13): REM Spectrum's
9040 DIM D(52): REM Deck
9050 DIM T(13): REM Spec's loses
9060 DIM A$(2): REM Request
9070
9080 LET top=15: LET flag=0
9090 LET  pb=0 : LET   sb=0
9100 POKE 23658,8
9110 RETURN
9200
9500 REM    UPDATE
9510
9520 PRINT  PAPER 0; INK 7; BRIG
HT 1;AT 11,3;" ";P(1);" ";P(2);"
 ";P(3);" ";P(4);" ";P(5);" ";P(
6);" ";P(7);" ";P(8);" ";P(9);"
";P(10);" ";P(11);" ";P(12);" ";
P(13);" "
```